

# Lights, Cameras, TEACH!

## Creating the Experience

with Kevin Butler

### Lesson Simulations

- Grammarcraft
- Rodeo Roundup
- Indiana Jones, The Lost City
- Genre World Series
- Under The Sea
- Back to the Future
- March Madness
- The Reading King
- Cruise Around the World

### Resources and Materials

### Five Teaching Non-negotiables

### Free Technology

### Must Reads!

### Projects

- Write it as a License Plate
- T-Shirt Book Report
- Gumball Machine Math
- The Million Dollar Project



### Games

- Don't POP It
- Tennis Ball Challenge
- Classmate Search
- Puzzlemania
- 5 in a Row
- Bam!

## PD Proposal – Kevin Butler

Workshop: *Creating the Experience* – Engaging students in active learning.

Date:

Time: 90 minutes

Fee:

Workshop Description:

Student engagement can look differently from classroom to classroom. In this workshop, teachers will explore ways to turn their academic content into learning experiences. Participants will get ideas on how to transform their lessons and create authentic learning experiences for their students.

Strategies will include;

- How to begin
- Tips on buying, reusing, sharing, and storing materials
- Hitting the content standards
- Ways to incorporate (free) technology
- Classroom games (for any grade and subject)
- Project ideas/Literature Circles
- Resources

Teachers will get sample materials, handouts, participate in hands-on activities, and view various photos and video clips. Additionally, ways to develop classroom relationships by incorporating games and projects into the curriculum, a behind the scenes look at my lessons, and tales from my seventeen years in the elementary classroom will also be shared.

# Sample 90-minute Presentation Itinerary

## **Introduction:**

*How I got here.*

## **Team Building:**

*Ice-breaker activity.*

## **Room Simulations:**

*Why and how.*

*Content driven.*

*Tips for success.*

*Try it activity (materials provided).*

## **Technology:**

*Free and easy technology used for engagement.*

*Try it tech lesson (laptop, iPad, or smart phone needed).*

## **Games:**

*Fun ways to review content.*

*Try it game (materials provided).*

## **Projects:**

*Easy hands-on activities.*

*Literature Circles.*

## **Other Resources:**

*Sharing of resources and books.*

*Giveaways.*

